

Making a “Slowmation” on a PC using Windows Movie Maker

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Windows Movie Maker comes free and installed with Windows XP or Windows Vista operating system. On a PC, Windows Movie Maker is the movie making program and Windows Movie Player is the program for playing videos. If you are having any difficulties there is an extensive “Help Topics” in the pull down menu section. These instructions assume that you have completed Phase 1. *Planning* and Phase 2. *Storyboarding*.

PHASE 3. CONSTRUCTION

A. Taking the photographs

1. Make sure the students are aware that many small movements are best. Demonstrate a simple animation first on some post it notes and flip them. Start small by making a simple slowmation.
2. Lay down a project sheet or butcher’s paper (which can be coloured) and build the models on the floor in the horizontal plane with the camera mounted on a tripod looking down at the models. Make sure the models are movable and not stuck to cardboard. You can use existing models such as manipulatives in mathematics.
3. Make sure the image size of the camera is set on the “**SMALLEST SIZE**” such as 640 x 480 pixels. If you are using more than one camera make sure that they are set on the same photo size.
4. Take the photos moving the materials one small bit at a time. A 1-2 minute slowmation needs about 30-40 photos.
5. Minimise text and only label key concepts taking one photo which can be copied for a static image.

PHASE 4: RECONSTRUCTION

B. Downloading Photos, Uploading into Windows Movie Maker and Editing

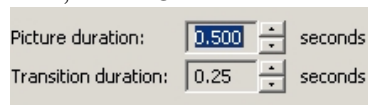
1. You can download the photos in one of two ways: (i) Connect the camera to the PC computer and open “My Computer”. The camera will come up on the desktop as a “Removeable Disk”, click on this and copy to the desktop; or (ii) Right click and choose “new”, then “folder”, open the “Removeable Disk” icon and copy the photos into the folder and disconnect the camera;

2. Open MovieMaker and go to “1. Capture Video” click on “Import Pictures” at the bottom of the screen.



Locate folder on the desk top with digital images and click on first image. Click “Ctrl + A” and to select all and then click “Import” so that all the photos should appear on the photoboard.

3. Go to Tools, then Options, then Advanced and choose picture duration at 0.500 and the transition should be set at 0.25, click “OK”



4. Click on the first slide and then “Ctrl + A” to select all. Drag the photos down to the storyboard.
5. The movie will appear in the “Storyboard”. Play it by clicking the large arrow in the animation.



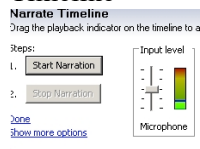
6. If you want to show full screen, click “view” and then full screen.

C. Making static images to suit a narration

1. Click on the relevant photo in the storyboard and then click “Ctrl + C” to copy and “Ctrl + V” as many times as you need to keep the static image on the screen which is important for the narration to be recorded later.
2. Use the arrows on the bottom right hand side of the computer to find the images that you want to copy and do the same as above.
3. You can rewind the storyboard with “Ctrl + Q” and play the storyboard with “Ctrl + W”
4. You can delete any unwanted photos by clicking on them and pressing Delete.
5. You can add your own authentic photos or photos from Google Images by copy and paste.

D. Adding a narration

1. Slowmotions need a narration or text but not both. It is advisable to write a script first to get the best possible narration which should already have occurred in the storyboarding phase. Go into “Tools” and select “Narrate Timeline”



or click on the microphone icon above the storyboard.



Make sure you click on “audio device” to make sure the microphone is selected.

2. Click on “Start Narration” and stop when necessary.
3. Make sure you save and name the file

E. Saving the animation

3. Finish Movie

1. You can save the project by clicking “Finish Movie” and then “save to my computer”

[Save to my computer](#)

Name the movie in the “File Name” and “choose a place”. This saves the movie as a .wmv (window media video) file which allows it to be shared, and opened by other computers. It must be saved as a .wmv to be uploaded to the web site. If you just “save” under the FILE menu within Movie Maker it becomes a .WMMV file which cannot be transferred or uploaded.